COMPLETE LISTING OF THE CLAIMS:

Claim 1 (currently amended) A method of reducing colormap flashing on a display system, the display system having a frame buffer which provides a single hardware colormap, the method comprising the steps of:

intercepting a request from an application program for an allocation of a private colormap; and

transparently simulating the allocation of the private colormap using a default colormap, wherein the default colormap is retained in the frame buffer during the simulating and the simulating includes allocating a secondary lookup table for storing information received from the application program relating to the intercepted request[.] and

wherein said step of transparently simulating the allocation of a private colormap further comprises:

storing in the secondary lookup table information received from said application program relating to one or more requested colors privately allocated by said application program;

performing a closest match of said requested color to a color stored in said default colormap; and

returning said closest match to said application program.

Claim 2 (cancelled)

Claim 3 (currently amended) A computer program product, comprising:

a computer usable code storage medium;

computer readable code embodied in said storage medium for reducing colormap flashing on a display system, the display system having a single hardware colormap, the computer readable code comprising:

2

computer readable code devices to cause a computer to effect intercepting a request from an application program for an allocation of a private colormap; and

computer readable code devices to cause a computer to effect transparently simulating the allocation of the requested private colormap by providing a reference to a cell in a default colormap <u>and retaining the default colormap in a buffer</u>, whereby creation of and swapping to the requested private colormap are not performed by the computer program product.

Claim 3 (original) The computer program product of claim 2, wherein said computer readable program code devices configured to cause a computer to effect transparently simulating the allocation of a private colormap further comprises:

computer readable code devices to cause a computer to effect allocating a secondary lookup table for storing information received from said application program relating to one or more requested colors privately allocated by said application program;

computer readable code devices to cause a computer to effect performing a closest match of said requested color to a color stored in said default colormap; and

computer readable code devices to cause a computer to effect returning said closest match to said application program.

Claim 4 (previously added) The method of claim 1, comprising the step of determining whether a private color cell has been requested by the application program and writing said private color cell to the default colormap.

Claim 5 (currently amended) A method for reducing colormap flashing on a display system, the display system having a frame buffer which provides a single hardware colormap, the method comprising the steps of:

intercepting a request from an application program for an allocation of a private colormap;

3

transparently simulating the allocation of the private colormap using a default colormap, wherein the simulating includes allocating a secondary lookup table comprising entries mapped to entries in the default colormap; and

determining whether a private color cell has been requested by the application program and writing said private color cell to the default colormap.

Claim 7 (currently amended) The method of claim [2] 1, further including prior to performing the storing, determining whether the requested color was for a read-only color cell, when determined not a read-only request, performing the storing and only performing the performing the closest match and the returning when a space is not available in the [secondary lookup table] default colormap, and when determined a read-only request skipping the storing and performing the performing the closest match and the returning the closest match.

Cl'd
cmdd

Claim 8 (currently amended) [The method of claim 1,] A method of reducing colormap flashing on a display system, the display system having a frame buffer which provides a single hardware colormap, the method comprising the steps of:

intercepting a request from an application program for an allocation of a private colormap; and

transparently simulating the allocation of the private colormap using a default colormap, wherein the default colormap is retained in the frame buffer during the simulating and the simulating includes allocating a secondary lookup table for storing information received from the application program relating to the intercepted request;

wherein the simulating includes associating a cell in the secondary lookup table with a location of a cell in the default colormap and returning the location of the cell in the default colormap to the application program as a response to the intercepted request.

4